Pool Battleship Rules

Rule 1: Teams
A. 3 - 4 participants are required in each boat to begin.
B. Participants will be getting in the pool so dress accordingly.
C. Goggles are recommended for participants but are not required. These will not count as your item.

Rule 2: The Game
A. The object of the game is to sink all opposing boats and be the last boat floating. Teams will be separated into heats and the final boat floating in each heat will advance to the championship round.
B. No paddles will be used. In order to move around in the pool, teams must use their hands or items.
C. The battle area will be condensed at different points in the competition.
D. If the game comes to a stale mate with no team advancing on the other, the staff in the pool will move the canoes closer to each other.

Rule 3: Items
A. Each participant is allowed to bring ONE item to use in their heat. Items can be anything that doesn’t interfere with the following restrictions:
   1. Size of the item cannot be greater than 3ft by 3ft.
   2. Items cannot be metal, have sharp/pointed edges, or be of any material that will fall apart in the pool.
   3. Items cannot be used to keep the boat afloat.
   4. Items cannot use electricity to function.
   5. If a person bails out, their item cannot be used by the remaining team members
B. The Competitive Sports program will have a limited number of items that participants can use if they do not bring an item. These will be available on a first come, first served basis.

Rule 4: Restrictions
A. Teams may not:
   1. Throw water from inside of your boat into the pool or into another boat (bail water)
   2. Stand in the boat
   3. Physically touch another team’s boat or a participant or item from another team
B. The penalty for violating each of these restrictions is an immediate stoppage of play by only the team committing the violation. Each team member must also fill their item up with water from outside their boat and immediately dump it into their boat.
C. There will be an official whose job it is to enforce these restrictions.

Rule 5: Sunken Ship
A. Once your boat has been sunk, each participant should get out of the boat and help to guide it to the loading zone of the pool. Once at the loading zone, a staff member will assist the team in lifting the boat out of the pool.